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MANHUNTER™ 2

San Francisco

INCLUDES COMPLETE WALK-THRU

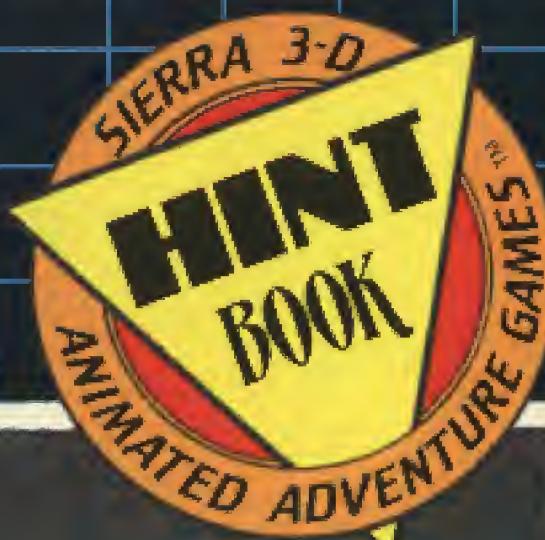
INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

HIDDEN ROOMS, LOCATIONS AND
CHARACTERS YOU MAY NOT
HAVE ENCOUNTERED

THE PERFECT GAME ACCESSORY



MANHUNTER™ 2

San Francisco

HINT BOOK



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Greetings Manhunter. Are those Orbs getting you down? Are you lost in San Francisco with no place to go? Cheer up! With this handy little book you'll be covering new ground in no time - but first, some background.

As you make your way through MANHUNTER'S San Francisco, you will learn what the evil orbs are up to, discover a secret human society and meet up with the deadly killer that led you here from New York. To make progress in MANHUNTER, you will do, use, or find things at various locations. Sometimes the solution is obvious - you would naturally use matches to light a fire. Other solutions have clues in other parts of the city. Keep your eyes open. Search each location by moving your marker over every object that you see. If you get stumped, travel to the other locations in the city. The clue you need may be across town.

There is no score in MANHUNTER. If you make it to the end of the game, you've won. This hint book will get you through to the end. If you have a problem that isn't covered here, feel free to contact Sierra's Customer Support or Technical Support Departments at (209) 683-8989.

HOW TO USE A HINT BOOK

If you reach a point where you can't go any further, look through this book and find the day that you are on and the location that you are at. Hunt for the question closest to your problem. Place the red window card over the desired answer. Hints progress from mildly helpful to a direct answer. It's best to read them individually, and in sequence. Be sure to read only those hints you really need.

HOW NOT TO USE THIS HINT BOOK

The Orbs will not like it if you just scan through the book looking at all the answers! You will lose a lot of enjoyment (and sleepless nights) in discovering the game. Read only those hints that are absolutely necessary, and as few of those as you can.

IF YOU HAVE FINISHED MANHUNTER

After you have "won" the game, we invite you to check out the back of this book. It contains more interesting information. But be very cautious using this section. Don't even look at it until you have actually seen the end of MANHUNTER.

Thank you for purchasing MANHUNTER and this book. If you like this kind of game, let us know. Remember, the Orbs are watching you!

If you haven't yet played MANHUNTER: NEW YORK, give it a try - if you dare.

Dave, Barry and Dee Dee

General Questions

Day 1

I'm watching the intro, how do I start the game?

I picked up the Manhunter ID Card and then I picked up the blue Manhunter Assignment Device (MAD). Now I am looking at the MAD screen. What do I do?

So I know the identity of the squished man. What's next?

How do I find my new apartment?

MANHUNTER'S APARTMENT

I found Brown's apartment. How do I get in?

What do I do inside the apartment?

What do I do after exploring the apartment?

BANK OF CANTON

The front door is locked. How do I get inside?

I think I am done in this room. Did I get everything I need?

I've been inside the bank already and now I'm outside again. Should I travel?

I found the dead man on the street. Should I get out of here quick, or what?

From the Body, hit or the Enter key

You could look up a name in INFO. If you only knew the name of someone that lives here.

If you don't know the name of someone that lives here, you forgot to pick up the ID Card. If you don't know the name yet, press C to close MAD. If you already have the ID Card, press Tab and select ID Card from inventory.

Press C to open MAD again and select INFO. Type in Peter Brown. The bad news is you accidentally squished a Manhunter. The good news is that you can assume his identity!

You could go see your new apartment.
Press F3 to travel.

Press F3 to travel. The squished Manhunter lived on Lombard St.
Move the marker up from the crash site to the next map page. Position the marker over the flashing square. Press Enter to travel there.

You could try the door.
Position the marker over the door and press Enter.

Position the marker over the hummock.
Position the marker over the picture window and press Enter.
Position the marker over the top left drawer in the dresser. Press Enter to look inside. Put the marker over the cloth to take it.

Type C to open Mad and press the Tracker button. Watch the Tracker until it ends. Watch where the targets go and what they do there. When the Tracker ends, you can travel to the locations the target visited.

Put the Marker over the doorway that is to the left of the bank. Press Enter to go inside and keep going until you get to the room after the tunnel.

Did you take the scrap of newspaper?

Did you take the Dragon Note?

Did you look at the dead man's face and hand?

Did you notice the empty safe? Hmm, maybe something was stolen...

There is another clue here too. If you haven't already figured it out, I'll tell you about it later. Move the marker until it is a down arrow and back out of the bank until you are back on the street.

No.

There is more to see nearby.

Move the marker to the left edge of the screen until it becomes a left arrow. Press Enter.

Be bold, it's just a game!

Put the Marker over the body's hand and press Enter.

Put the Marker over the body's head and press Enter.

Put the Marker over the Laundry Receipt and take it.

Put the Marker over the Broken Fang in the man's neck and take it.

Time to Travel.

Have you saved the game lately? If not, press F5.

WAREHOUSE

How do I get inside the warehouse?

I just entered the warehouse, but it looks too dangerous to go any farther!

I am in the warehouse but keep getting smashed by giant robots. What am I supposed to be doing?

The robots are just too hard to get by. What can I do besides throwing my computer through the nearest window?

I can't get past the robots, even at the Normal Arcade setting. How do I make it easier?

I finally got past the robot guards. What do I do in the office?

Every time I leave the office at the Hard Arcade setting, the robots get me. This is impossible!

THE FERRY BUILDING

I am standing in front of the Ferry Building but with all these Orbs around I am hesitant to go any farther. What should I do?

EMBARCADERO FOUNTAIN

I traveled to the Fountain. What should I do here?

I keep going down the drain. There must be something better to do.

I can't seem to get in the pipe. Help!

I got in the pipe, but there is too much vermin in here. I keep dying a disgusting death. I need help!

The vermin problem seems to have ended but nothing is happening.

I am at the end of the tunnel and have looked around. Did I do everything I should do?

You could go through the door.

Put your marker over the door and press Enter.

It is, but do it anyway.

You should try to reach the door at the lower left corner.

The robots will only come after you if they see you. Hide behind a box if a robot is about to see you.

Use the Escape key to select the menu. Then select Normal Arcade from the special menu. Try playing again.

Select Easy Arcade from the Special Menu.

Look at the writing on the table.

Take the Mallet leaning against the wall.

Back out of there, sneak past the robots again and get outside.

No it's not. As soon as you zoom out, go back into the doorway as far as you can without zooming back into the office. Wait there until you have an opening and then make your move!

Travel to the Ferry Building.

These Orbs won't bother you as long as you don't cause any trouble. Put the Marker over the front doors and press Enter.

Put the Marker over the poster on the wall at the right side of the screen and press Enter.

Travel to Embarcadero Fountain.

Have you saved the game recently?

Move the Marker over the fountain until it changes to an up arrow and press Enter.

Did you read the instructions at the bottom of the screen?

Press the Spacebar to spin away from the drain. Try to get in the pipe at the right side of the screen.

Set the Arcade Setting to Normal or Easy.

Set the arcade setting to an easier level.

There is a limited number of vermin in the tunnel. Don't try to move to the right side of the screen. By staying on the left side of the screen, you will have more time to react. Be patient and concentrate and soon the vermin will quit coming.

Use the right arrow key to move forward and you will soon be at the end.

Did you find the Driver's License?

The Driver's License is at the left end of the mattress on the floor.

I am outside the fountain again. I don't have anywhere else to travel to. What do I do?

HYDE STREET PIER

I am standing at the Pier. What do I do now?

I am standing on the sand doing nothing but getting a sunburn. What should I do?

TAD'S APARTMENT

The dog keeps attacking me.

MANHUNTER'S APARTMENT

I keep getting the message: It is too early to go to bed. What did I miss?

HOW DOES DAY 1 END?

I've traveled everywhere available and the day still isn't over. What am I forgetting?

Ok, so his first name is Tad. What is his last name?

I am on the street in front of where Tad lives. What now?

The guard dog hinders my exploration of the apartment. What should I do.

Day 2

I got my new assignment from the Orb. Luckily, he didn't notice that I look different from the guy I am impersonating. I guess we all look the same to them, just like they all look the same to us. I watched the Tracker until it ended at the Temple. What should I do next?

Did you look at the face of the cadaver on the mattress?

Did you take the flask?

If you have the flask and the Driver's License, it is time to leave.

Press C to open Mad. Select the Tracker and tag a new target and see where they go.

Follow the target from the bank to the warehouse. Tag the other target at the warehouse. Watch him go through the warehouse. Wait until he disappears at Hyde St. Pier. Then select Travel and go to the Hyde St. Pier.

Put the Marker over the chain link fence and take a look. Then back up.

Put the Marker over the island on the right side to see what it is.

Put the Marker over the ladder and press Enter.

Move the Marker along the pier to the left of the ladder until it becomes a magnifying glass and press Enter.

Put the Marker at the top of the piling you are standing by and press Enter to climb up and look at the hole in the pier.

Back up to the sand and put the Marker over the pipe in the rocks for a closer look. Go inside the pipe.

Come back later when you're prepared to muzzle that beast.

Turn to the "Help" section of this hint book and read "To end Day 1 you need to:"

You got a clue earlier that you may not have figured out yet. The clue was at the bank.

The clue was inside the bank at the office of the dead man. The clue was on the door.

Bat Vomit? What kind of a clue is that?

Bat Vomit or is it vomiT baT?

Do you know the name of the dead man yet?

He signed the Dragon Note. If you forgot, select it from inventory to look at it.

It has something to do with bat vomit.

Bat vomit is written on the glass on the door.

Words written on door glass like that are usually intended to be read from the outside.

From the outside, baT vomiT reads Tad Timov!

Put Tad Timov's name in info, then travel to Tad's house.

Move the Marker over the doors until it turns into an east arrow. Press Enter.

I would get out of there fast!

Select Travel.

May I suggest using travel to go to Pier 5?

PIER 5

I am at Pier 5 and see a burnt boat. What's my next move?

THE TEMPLE OF THE DRAGON NINJA

I traveled to the temple. Is it safe to go inside?

I finally got past the Ninjas and found the secret passage behind the Buddah. Should I go in?

I've looked over the statues. Is there something else I should be doing here?

Ok, I got one clue, but you said there were two clues here.

I found Heaven. What do I do now?

What does F, Oar, P, Ruler mean?

I keep falling into the acid. How do I win this contest?

There is a big dude in front of me, an acid lake behind me and Ninjas on both sides. How do I get out of this situation?

Everytime I try to get a scroll, the big dude throws me. What now?

Put the Marker over the dark lump in the boat and press Enter.

Put the Marker over the missing finger.

Put the Marker over the muzzle and press Enter to take it.

Select the Broken Fang from inventory.

Travel to the Temple.

Of course not. What do you think you're playing. Mixed-up Mother Goose?!

The Ninja keep overwhelming me with the throwing stars. Help me, I am stuck!

Select an easier Arcade Setting.

Sure. Put your Marker over the doorway and press Enter.

Yes.

Actually there are two things you should do here. Don't go upstairs yet, though.

You have already discovered the clues you need to figure out what to do here if you have been following this guide. Do we need to spell it out for you?

One of the clues was found at the bank. Both of the dead men at the bank were Dragon Ninja. (You can tell by the Dragon brand on their palm.)

Remember the note with the Dragon on it that Tad signed? Take another look at it.

R3 means Right 3; L1 means Left 1; R4 means Right 4.

Read the message on the note but replace R3 with the word on the third statue on the right side. Replace L1 with the first statue on the left side

and R4 with the word on the fourth statue on the right side. Now you have a new clue that will come in handy later!

The secret message is: "The Castle is the Gateway to Hell."

The Manhunter you accidentally squished was on the trail of this clue. You got something you need here at the Manhunter's apartment.

Remember the cloth? Remember what the note pinned to it said? If not, select the cloth from inventory and look again.

Did you find a statue named Heaven?

Select the cloth from inventory to rub the jewel of heaven. If you want to see it again, select the cloth again.

Think about it and I'll tell you later.

Go upstairs.

Try to stay in the center of the hot coals bridge as you move across. When you get near an edge, you will have to tap as fast as you can. Keeping a constant tapping motion going will also help.

If you still can't make it across, try an easier Arcade Setting.

Well, you could just stand there.

I said you could just stand there - not that you should just stand there.

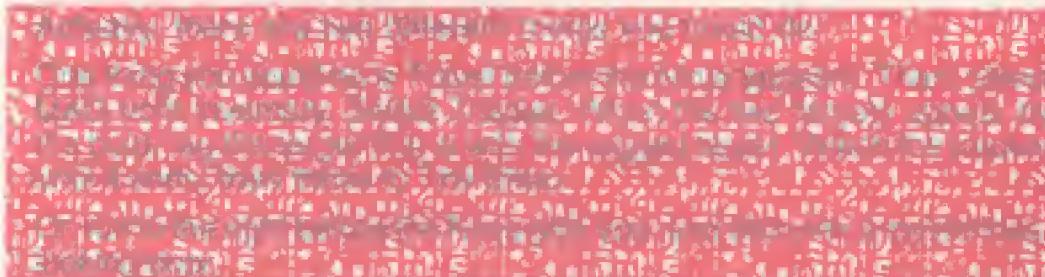
Well, you could touch the branding iron

I said you could touch the branding iron, I didn't say you should!

You should take a scroll.

I would look for a clear surface to crash through after getting the scroll. Jump out the window behind you.

I made it back outside okay but the Ninja keeps using me for target practice. What am I suppose to do?



THE SHOP

I am at the shop, and have even been inside. I've noticed that the shopkeeper seems to have a bizarre fondness for body parts, but I can't seem to do much else here. Any suggestions?

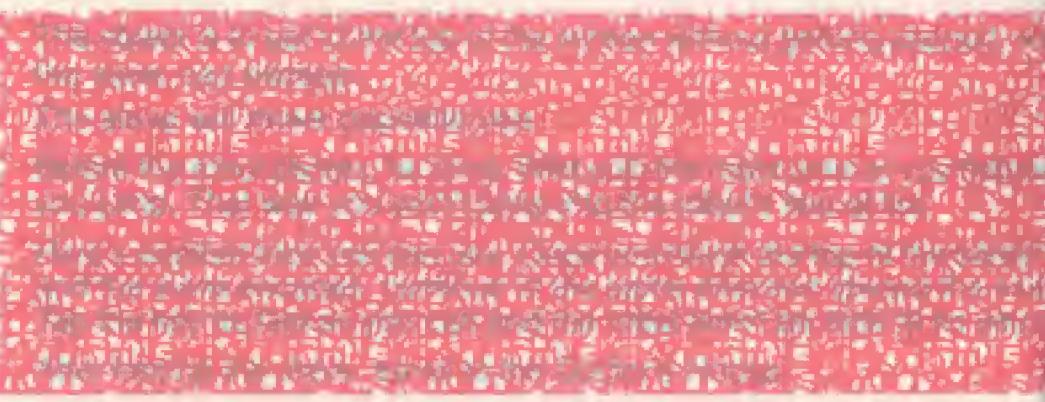


TRANSAMERICA PYRAMID

I found my way inside the Pyramid. What now?



I am trying to free the slave but the robot keeps zapping me! What's the trick?



DOCTOR'S HOUSE

I am at the doctor's house and have looked around inside. Is there anything else I should do here?



LAUNDRY

I traveled to the Laundry, but it is closed! What do I do now?



CABLE CAR BARN

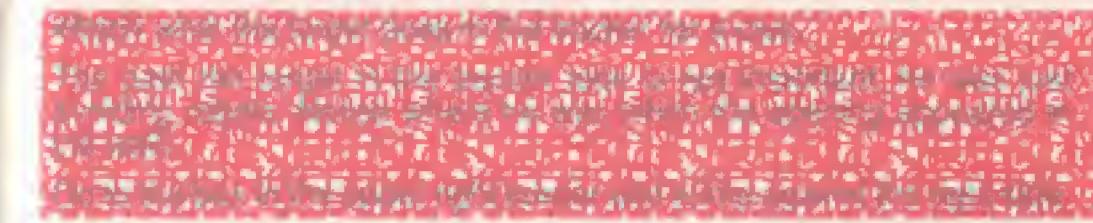
How do I get inside this place?



I am inside, but the guard robots keep making a pancake out of me.



I can avoid the robots, but don't know what else to do.



Actually, there are two different things you could do.

One thing you could do is Travel before the Ninja appears. Then, select MAD from inventory. Select Tracker. When the two targets appear by the boat, tag the target that is with the tagged target. Watch the tracker until it ends, then travel to The Shop.

Or, run to the right before the Ninja gets you, and discover a mysterious-looking door.

Yes, leave and come back later.

Travel to the Transamerica Pyramid.

You could take the gun in the glass case.

You should try to free the slave that the robot is punishing.

To free the slave, move the Marker toward the robot. When it becomes an up arrow, press Enter.

The object is to get to the top of the screen without getting zapped, so the slave can escape.

The slave will move opposite you.

Before the robot shoots, he aims. Wait until the robot aims at you before you jump. That way you won't jump into the robot's line of fire.

Here's another trick you can use. Once you reach the top of the screen and the slave escapes, continue in the same direction toward the exit. Tap the key as fast as you can and the robot won't be able to hit you.

After freeing the slave, travel to the Doctor's House.

Did you find the letter in the doctor's pocket?

You never know when a urine sample might come in handy. If only you had something to carry it in.

When you see the close-up of the dead doctor, select the empty flask.

After your flask is full, travel to the Laundry.

Open your MAD and select Tracker. At the Boat, select the target that is traveling with the tagged target again. When he gets to the Shop, tag the target he meets in the street. When he gets to the Cable Car Barn, Phil and a ratman attack and kill him. Tag the ratman target that enters with Phil (Phil is the intermittent target). Phil and the ratman will go to the Doctor's House, kill the Doctor and the slave. The rat takes the slave's arm and goes to the Private Club.

Travel to the Cable Car Barn.

Put your Marker over the glass doors and look inside.

Back away from the doors and put your Marker over the door on the side of the building near where the cable cars enter the building, and press Enter.

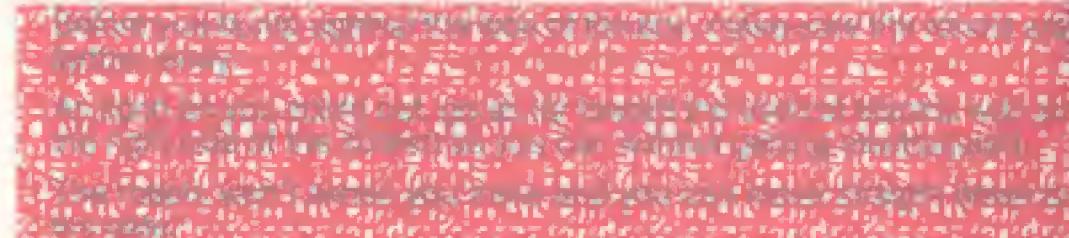
Select an easier arcade setting from the menu.

Watch what the target does in the tracker for a clue.

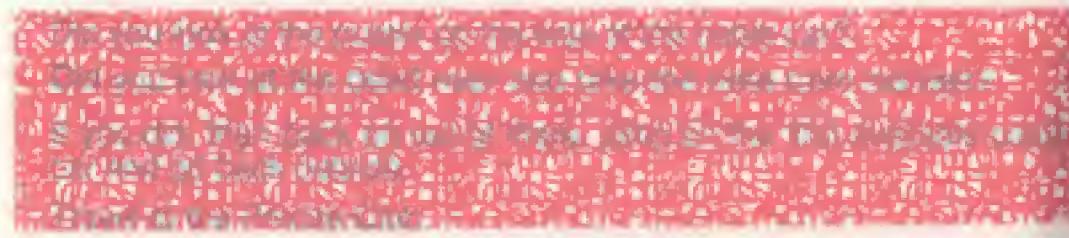
The path the target in the tracker took is not important, he was just avoiding robots. Notice where he was when the opening appeared in the wall.

Go to the box in the upper right corner and bump against the right side.

I've opened the gate, but the robots get me as soon as I try to leave the switch.



I've found the cable car, but want to make sure I did everything before I leave.

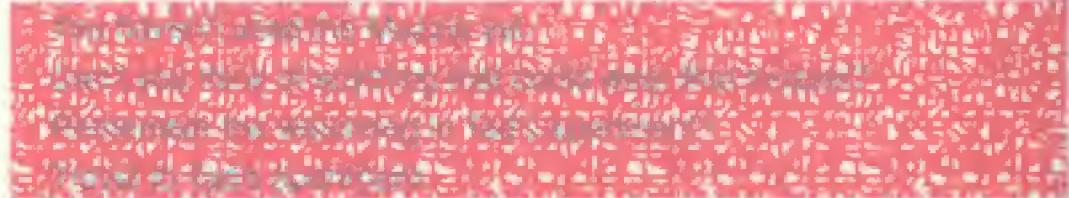


PRIVATE CLUB

I knocked on the door, but the occupants don't seem to be very friendly! Is there anything I can do?



I've investigated every location in the Tracker. What else do I need to do?



TAD'S APARTMENT

The dog keeps attacking me, just like before.



I took care of the K9 problem. What should I do now?



What do I do now?



THE TEMPLE

What door?



NEXT DOOR TO THE TEMPLE

I'm next door to the temple and found a mysterious looking door. Should I go in?



I've smoked the pipe, but nothing significant seems to happen. What am I overlooking?



Ok, so I know how many pinches to put in the pipe. But still nothing special happens.



Before you bump against the side of the box, make sure the robots are farther away.

As soon as you zoom out, go as far toward the vertical electric wall on the right side of the screen as you can without getting electrocuted.

The robots won't sense you there and you can move straight down to the gate.

Did you look at the poster on the side of the cable car?

Did you look at the dead man and take the note from his belt?

If you did, then back on out of there, jump on the first available cable car and go back outside.

Travel to the Private Club.

No.

Not yet anyway.

The Private Club is for rats only.

You haven't used the Muzzle yet.

Can't you think of anything that could wear that muzzle?

Remember the watchdog in Tad's apartment?

Travel to Tad's apartment.

After you see the dog and before he gets to you, select Muzzle from inventory

You can find the muzzle on the boat at Pier 5.

Look at the wall hanging.

Take the Camera, but don't waste your flash!

Did you discover the door next to the Temple?

If not, travel to the Temple.

Put your Marker against the right side of the screen and press Enter.

Absolutely!

You've seen the clue, now use it!

The clue was in the temple.

The clue was in the stairs in the temple.

The clue appeared when you rubbed the cloth on the statue of heaven.

Remember F, Oar, P, Ruler?

The clue is two words long.

The first word of the clue is Four. (F + oar)

The second word is Pruler. (P + Ruler)

No it's not. Just kidding. The second word is Pinches. (P + inches)

You've got to take 4 pinches from the correct container.

The correct container is the one with the same name as the statue that gave you the clue. (Heaven)

So what's the symbol for Heaven?

Just tell me what to do, and quit beating around the bush!

I've seen the vision - but what does it mean?

I am outside again, and there is nowhere else to Travel to.

NOAH GORING'S HOUSE

What do I do inside?

I've seen the despicable Phil kill again! I've got to catch him before he kills anyone else. What's my next move?

WAX MUSEUM

How do I get inside?

I am inside the museum, at the first exhibit. What happens now?

MANHUNTER'S APARTMENT

I keep getting the message: It is too early to go to bed. What did I miss?

The answer to that is found on the wall in an apartment that you have already been to.

Remember the banner on the wall in Tad's apartment?

Ok, Ok! Take four pinches of Heaven (the 2nd container from the left) and smoke it.

You will see a vision of Ming.

She is the daughter of the pipe man who was changed into a creature during the Orb experiments.

He is happy to know she is alive, and gives you the statue in appreciation.

It's a vision of Ming.

She is the daughter of the pipe man who was changed into a creature during the Orb experiments.

Remember her face.

Have any names you could try in INFO?

Remember the scientist that you read about on the scrap of paper in the bank? He is the same guy who wrote the letter that you found in the Doctor's pocket. Look at these two items in inventory.

Open Mad. Select INFO. Type Noah Goring.

Travel to Goring's house.

Is there something on that end table?

What could the white thread mean?

Take the matches on the end table. They'll come in handy later.

Look out the window. Move the Marker around to learn the name of some of the local landmarks.

Look at the files scattered on the floor.

Look at the files in the correct chronological order to understand the correct order of the events described. (11/5/02 first, then 9/27/03 then 1/7/04 and finally 8/20/04).

There is another name to put in INFO.

Part of it was written in blood...

...at the warehouse office.

If you still haven't figured it out, take another look at the scroll.

West is not referring to a direction.

West is someone's name.

Two ratmen stole the Viewer from the Dragon Ninja who were keeping it in their safe in Tad's office. The Dragon Ninja need the Viewer because it lets them spy on the Orbs. Zak West is their only lead to the Viewer. West is their only chance.

Type Zak West in INFO.

Does the fish that the wax figure is holding give you any ideas?

Back up to the first view of the Museum. Select your Mallet from inventory. Notice the indentation of the fish head on the end of the mallet.

Go back to the close-up of the wax figure and select the mallet.

Did you press the button?

Move your marker to the left edge of the screen to go to the next exhibit.

There are three exhibits. At the last one, be sure to look in the chimney.

Go back outside and Travel.

Turn to the "Help" section of this hint book and read "To end Day 2 you need to".

DAY 3

I watched the Tracker, but it ends at the first location, Ghirardelli Square.

I watched the Tracker, but I can only find two locations to go to!

GHIRARDELLI SQUARE

How do I open the gate?

My flask broke. What should I do?

I found the rat's paw and climbed up on the roof. Is there anything else I should be doing here?

WAX MUSEUM

So I went inside the Wax Museum again, but nothing seems to have changed except that the chimney is now occupied.

I found Goring (or what's left of him!). Is there anything else I can do here?

I got what I needed from the Wax Museum. What do I do now?

LAUNDRY

I am in the Laundry. This girl looks like she wants something. What could it be?

THE SHOP

I can't seem to do anything here!

This card game is too hard. I don't understand what he is doing.

I know what I am supposed to watch for but it is still too hard.

This game is too hard even at the easiest arcade setting. Isn't there some way I can cheat?

Tag different targets until you follow the targets to the Wax Museum.

That's because there are only two locations in the Tracker for this day.
Travel to Ghirardelli Square.

You can't. It's locked.

It appears as if you need some type of key or something to open the lock.

You'd better come back later.

Come back later when you don't have the flask.

Take the Mask to The Club.

Not yet.

Travel to the Wax Museum.

So you've met Zak West!

There is something else new, too. Look closely.

You found Zak, but did you look where the other target stopped at in the Tracker?

There is a new dead body on the pile of bodies in Exhibit 2!

Did you notice the white stitching on the underside of his tie?

Hmm, white thread just like you found on the end table at his house! I wouldn't be surprised if that was done fairly recently.

Don't you have something that you could cut that thread with?
Select the fang from inventory and take the card. Go back outside.

You could go somewhere that was closed yesterday.
Travel to the Laundry.

Maybe a laundry receipt?

Be sure to grab the walking stick on the way out.
After you have the stick, travel to The Shop.

This would be a good place to save your game.

The shopkeeper seems to have a morbid interest in body parts. Maybe you have something that would interest him.

Give the shopkeeper the rat paw that you found at Ghirardelli Square.

"Three Aces" is a variation of the old con game called "Three Card Monte". Watch for the false shuffle.

Sometimes when two cards pass over each other, he will reverse the direction the card is moving. Watch closely for this maneuver, or you will lose sight of the Ace.

Try an easier Arcade Setting.

Yes, I'm surprised you haven't thought of it yet.

I can win the game okay, but I can only take one prize. Which one should I take?

I got the right prize. Where can I use it?

PRIVATE CLUB

Everything looks the same here.

Whose idea was it to come in here? I keep getting eaten.

GHIRARDELLI SQUARE

I am back at the Square. What now?

I can't get anywhere near the dead man. The sparks keep knocking me off the sign.

Nothing happens when I get near the dead man.

I have the ring. Where do I go now?

I am at a locked gate. What now?

RAT'S DEN

NOTE: Be sure to grab the orb on a stick that falls off of the throne.

This is a dangerous place to be! Save me!

HYDE STREET PIER

I'm at Hyde Street Pier. Where do I go from here?

As soon as the shuffle is completed, save the game. Then select a card. If it is not the Ace, note which one is the Ace, then restore your game. Now you know which one the Ace is so pick it!

A mask might be useful.

Especially a mask with the same kind of eyes as the ratmen have.

Take the mask on the left side with the larger eye holes.

If he does not offer you a mask then play the game again until he does.

You can use it someplace that you have already been to.

The Private Club is for rats only.

Travel back to the Private Club.

Everything should look the same except you.

Go close up to the door, but before you knock, put on a disguise.

You can win a rat mask after playing Three Aces with the shopkeeper.

Maybe you could give them something to eat besides you.

When you see the close-up of the rat faces, select the Full Flask from inventory.

Remember the markings on the arm.

If you broke your flask at Ghirardelli Square, you are in trouble now!

Grab the hatchet on your way out.

Travel back to Ghirardelli Square.

Go back to the sign on the roof and climb up to the dead man.

Try an easier arcade setting.

You need to get your face as close to the dead man as possible.

Climb up the structure just to the right side of the dead man.

Take the ring that is on the string around his neck.

Use the Stick that you found at the laundry.

After you have the ring, fall off the structure and walk to the adjacent rooftop.

Go in the window in the tower at Ghirardelli.

Look closely at the lock. Doesn't that design look familiar?

It should. It matches the design on the ring that you just got.

From the close-up of the lock on the gate, select the ring from inventory.

These ratmen's eyes are accustomed to the dark.

If only you could flash a bright light, I'll bet you could temporarily blind them.

When you see the close-up of the rat faces, select the camera from inventory.

I wouldn't go far.

Go under the pier and climb up the piling. Then select the hatchet from inventory.

ALCATRAZ

I made it to Alcatraz, but I am stuck in this dumb box! How do I get out?

I found the box that unlocks the cells. Where do I find the key?

I used the Orb Card, but keep getting zapped.

I freed the creatures, but they keep stomping me, I need help.

I found Ming, but how do I show her that I am a friend?

I am in the balloon, but I'm not going anywhere.

I keep getting gassed. What am I doing wrong?

RIDING THE BALLOON

I've landed the balloon. What do I do now?

CONTROL PANEL

Note: The Control Panel is where the Orbs control their secret drilling operation. This is your chance to defeat them.

What am I supposed to do here?

Same way you got in.
Select the hatchet.

You found the key in a tie.
Use the Orb Card.
It's in Goring's tie back at the Wax Museum.

You need to fool the camera into thinking you are someone (or something) other than what you really are.
Remember Goring's letter to the doctor?
Goring said that his creatures could only be freed by an Orb. Know any friendly orbs?
How about the orb in your robe?
When the camera starts scanning, select the Orb-on-a-Stick.

You need a friend.
Before you open the gates, take a closer look at the creatures.
Do any of them look familiar?
Ming, from the vision, is in one of those cages.
Ming is in the second row down second from the left cage.

Don't you have something that might make her happy?
How about the statue that her father gave you?

You need to get some hot air in that balloon first.
Put the Marker over the control panel above your head and press Enter for a closeup look.

You need to turn that gas into hot air so it will rise.
Turn on the gas and select your matches. Then light the gas and save the game.

If you need to ask that question, you landed in the wrong spot.
Earlier, you got a clue that tells you the correct place to land.
Remember the Dragon Note that Tad wrote?
Remember the message that the "Castle is the Gateway to Hell"?
Goring said in his letter that you must reach Hell.
Have you seen any castles anywhere?
How about when you looked out Goring's window?
You need to land on Julius Castle. You can see part of it just below Coit Tower during the balloon game.

Move the slaves and robots into the correct positions so that you are able to drown all the robots and free all of the slaves.
First, close all of the gates.
Then, move all the robots to the lowest sensor square in the center.
Move all the slaves to Slavery.
Open the gate on the bottom right to flood the robots.
Open the correct gates to flood the Cable Car Barn, Transamerica Pyramid and Coit Tower.
Move the Slaves into Hell.
See the "Walk-Thru" section of this hint book for more help.

I passed this test and the slaves have shown me "Freedom." How do I get this machine started?

I know his right palm was missing. Do you remember where it went?

Did you notice the code when he showed you the closeup of the arm?

I am digging, but keep hitting lava. Being a Manhunter is dangerous work!

I can't find my way out of here.

THE END

HELP

To end Day 1 you need to:

Day 1 stuff:

To end Day 2 you need to:

Day 2 stuff:

By punching in the correct code.

A slave from the Pyramid had the secret code to start the digger.

No, not the slave that you rescued.

The two targets you tracked on Day 2 rescued a slave. The solution was tattooed on his right palm.

That's right, the rat that killed him and took his right arm to the Private Club to gamble with. .

The correct code is UnnC.

You could try an easier arcade setting.

Save your game often as you progress. Then when you hit lava, restore your game instead of starting over from the beginning.

Your goal is to reach the Ferry Building.

The Ferry Building is in the upper right corner of the upper right map piece.

See the map in the back of this hint book.

Once you get there you have won, so sit back and enjoy the ending, you deserve it! Congratulations.

If you've done everything to end a day and it still doesn't end: Select Travel. Make sure that all the Tracker locations are blinking. Make sure everything you need is in Inventory. Make sure that you put the appropriate names into INFO. Be sure you've done everything listed below.

If the day still doesn't end, you may have restored a saved game that was saved before you did those things.

Use the Tracker and follow targets to: The Bank of Canton, The Warehouse, The Ferry Building, Hyde Street Pier and the Embarcadero Fountain.

Put Ted Timov's name into INFO.

Travel to every location you saw in the Tracker and to Timov's apartment.

Be sure to: Climb into the pipe and be eaten by the Ratman at Hyde St. Pier.

Be sure to: Get eaten by the watchdog at Ted Timov's apartment.

In Inventory you should have: ID card, Newspaper, Dragon Note, Feng, Laundry Receipt, Empty Flask, Driver's License, Mallet and Cloth.

Use the Tracker and follow targets to: Pier 5 (The burning boat), The Shop, The Transamerica Pyramid, The Doctor's House, The Cable Car Barn, The Chinese Laundry, The Private Club, The Temple of the Dragon Ninja, The Wax Museum and Ted Timov's Apartment.

Put Zac West's name into INFO. Put Noah Goring's name into INFO.

Travel to every location you saw in the Tracker.

Be sure to: Go to the Wax Museum and look in the Chimney in Exhibit 3.

Use the Muzzle on the Watchdog at Ted Timov's apartment.

Free the Slave at the Pyramid.

Smoke a pipe with the man next door to the temple.

In Inventory you should have: Scroll, Statue, Full Flask, Letter 1, Letter 2, Matchbook and Camera.

INVENTORY ITEMS

Where to find them and where to use them.

Dragon Note:



Peter Brown's Manhunter ID Card:



Scrap of Newspaper with the Scientist's First Name:



The Scroll of the Dragon Ninja:



The Laundry Receipt:



The Muzzle:



The Broken Ratman Fang:



The Walking Stick:



The Ring:



The Ratman Paw:



The Mallet:



The Driver's License:



The Flask:



The Cloth:



The Rabbit Statue:



The Camera:



The Urine Sample:



The Book of Matches:



Found: On Tad Timov's desk in the Bank of Canton
Location used: Temple stairs.

Purpose: Solve the puzzle. This clue will tell you where to land the hot air balloon after you escape from Alcatraz.

Found: At the Crash Site next to the squished Manhunter.
Purpose: To know who's identity you have assumed.

Found: In the office at the Bank of Canton.
Purpose: Used to get the Scienius's first name

Found: Upstairs at the Temple.
Purpose: Used to get the last name of the Ratman who lives in the Wax Museum.

Found: Near the dead man down the street from the Bank of Canton
Location used: The Laundry
Purpose: Used to enter The Laundry.

Found: On burnt boat at Pier 5
Location used: Tad Timov's apartment.
Purpose: Subdues the watchdog

Found: Near the dead man on the street near the Bank of Canton
Location used: Wax Museum Exhibit #2.
Purpose: To cut open Goring's tie

Found: At The Laundry
Location used: The sign at Ghirardelli Square.
Purpose: To retrieve the ring without getting electrocuted

Found: Hanging from the neck of the dead man at Ghirardelli Square
Location used: Under Ghirardelli Tower
Purpose: To unlock the gate

Found: Near the entrance to the alley at Ghirardelli Square.
Location used: The Shop.
Purpose: To trade for the opportunity to play the Three Aces game.

Found: In the office at the warehouse.
Location used: The Wax Museum.
Purpose: To open the front door.

Found: At the Ratman nest in the Embarcadero Fountain
Purpose: Used to get the last name of the Ratman that lives there

Found: At the Ratman nest in Embarcadero Fountain.
Location used: Fill it with the urine sample at the doctor's house
Give to the Ratmen in The Club.
Purpose: Used to carry the urine sample.

Found: In Peter Brown's apartment
Location used: The Statue of Heaven in the temple stairs
Purpose: Solve the puzzle, and this clue tells you what to do with the old man (Ming's father) and his pepe.

Found: Ming's father gives it to you
Location used: Alcatraz.
Purpose: To show Ming that you are a friend of the family

Found: At Timov's apartment
Location used: In the Rat's Den below Ghirardelli
Purpose: To temporarily blind the Ratmen while you escape.

Found: At the Doctor's House.
Pour it into the mask.
Location used: At The Club.
Purpose: To trick the Ratmen.

Found: At Goring's House.
Location used: Alcatraz
Purpose: To light the Hot Air Balloon.

The Letter from Goring to the Doctor:



The Assault Rifle:



The Hatchet:



The Letter from the Slave:



The Orb on a Stick:



The Orb Card:



The Lantern:



The Flashlight:



The Batman Masks:



The Key:



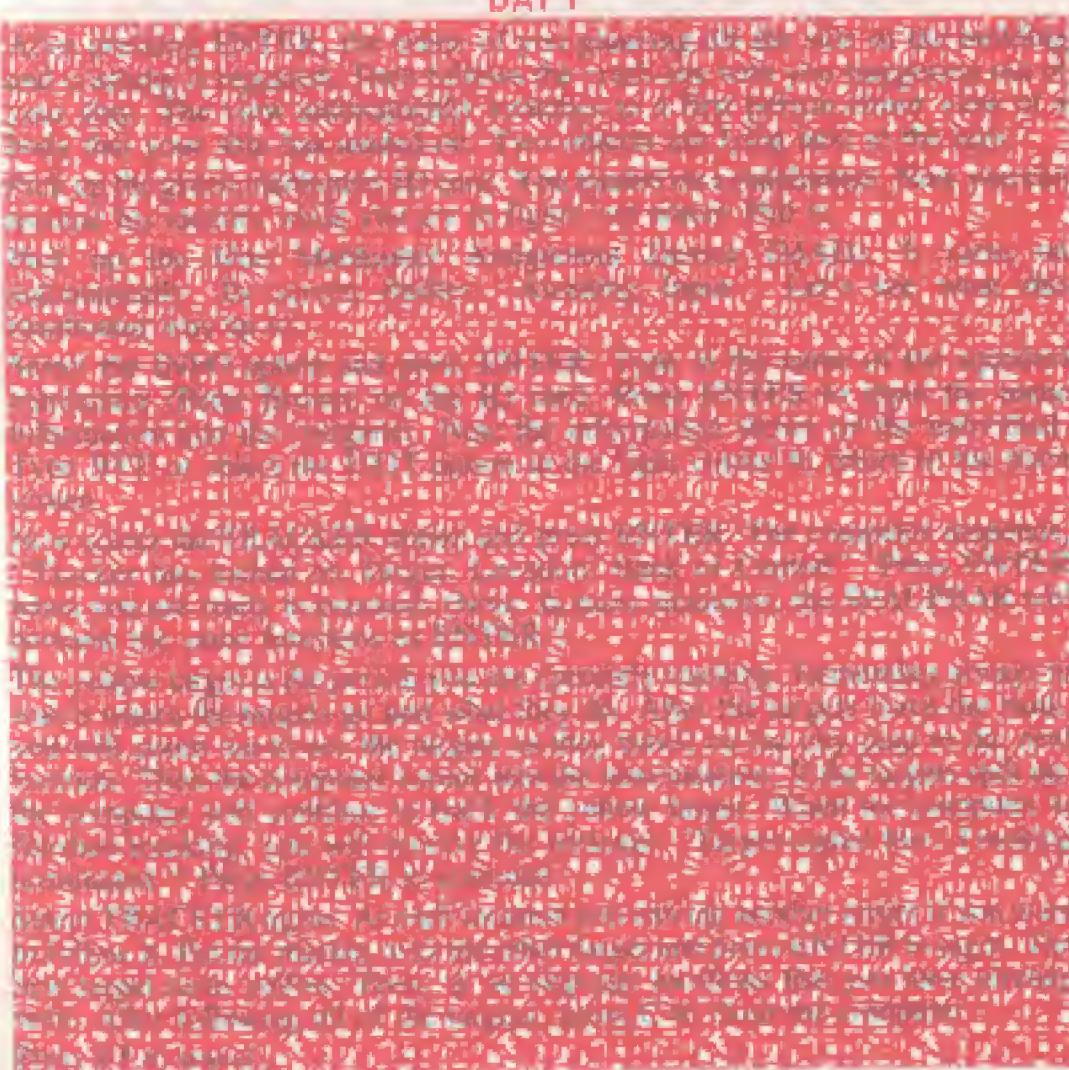
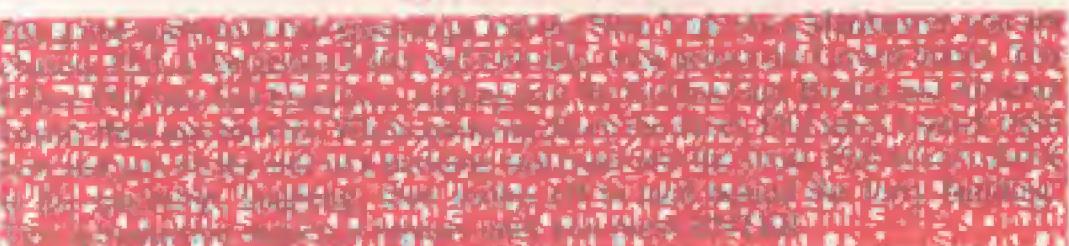
The Orb-Buster Medallion:



WALK THRU

INTRODUCTION

DAY 1



Found: At the Doctor's House, in his pocket.

Purpose: For general information and a couple of clues

Found: At the Transamerica Pyramid

Purpose: None

Found: At The Private Club

Location used: The box on Hyde Street Pier

Purpose: To get into and out of the box that the ferry takes to Alcatraz.

Found: In the belt of the dead man at the Cable Car Barn.

Purpose: General information and clues on what to do at the underground control panel.

Found: In the Ratman den below Ghirardelli Tower.

Location used: Alcatraz

Purpose: Tricks the scanner into thinking you are an Orb.

Found: Inside Goring's tie.

Location used: Alcatraz

Purpose: Starts Scanner

Found: At The Shop

Purpose: None

Found: At The Shop

Purpose: None

Found: At The Shop

Location used: The Private Club.

Purpose: The mask with the round eyeholes has no use. The mask with the eyeholes that are the same style as the Ratmen is used to trick the Ratmen at the Private Club into thinking that you are one of them

Found: At The Shop

Purpose: None

Found: At The Shop

Purpose: None

The game starts with two spaceships leaving New York. As a Manhunter, you are chasing Phil, a dangerous killer and Orb ally, west across the United States. You follow Phil into San Francisco, zipping past the Golden Gate Bridge and Alcatraz Island, then into the city. While zooming down the street, Phil takes a quick right turn and you hit the side of a building and crash into the street. Phil hovers above in his spaceship, laughing, then zooms off to land behind the ferry building. This introduction sequence repeats until you press ENTER.

After pressing ENTER, the scene of you glancing off the side of the building and crashing is repeated. Then follows the crash site with you staggering out of your ship. The view automatically switches to a first person closer view of a body that your ship has landed on. Two objects are lying next to the legs.

Pick up the green manhunter ID card. You landed on a manhunter. Now you can assume his identity while you try to figure out where Phil is.

Pick up the blue Manhunter Assignment Device (MAD). It turns on automatically. Its screen flashes "Awaiting Input." Let's see what this manhunter was up to.

Select the INFO option and press ENTER. Type in the name of the squished manhunter (Peter Brown) on the ID card. Press ENTER to input the name information into the computer. Note the information shown on the individual. Type BYE or select the EXIT option in the right corner to return to the main screen.

Now select the TRACKER option and press ENTER. The computer responds, "Tracker has locked on Target. Location: Bank of Canton". Press ENTER when you are ready to proceed. (Note: In most situations, the SPACEBAR will perform the same functions as ENTER.)

The yellow target is the person you are currently tracking. Remember always to watch where the targets go and what they do. After the targets leave the bank, you will zoom out to see the targets as they travel on the city map to the next location. Then the computer zooms into the next location. If the targets split up, the computer will continue to track the yellow target. When the computer is finished tracking, you will receive the message "Target signal lost. Tracking terminated." Press ENTER to continue.

Select TRACKER again. At each location you can tag another target if you want to follow it. Put the marker over the other target and press ENTER to tag it. The new target turns yellow. Press 'S' to skip any locations that you have already seen. After following all of the targets, press C to close the computer. Press F3 to travel.

BANK OF CANTON

WAREHOUSE

You are now viewing the travel map. Locations you are authorized to investigate are indicated by a blinking square. Your current location is indicated by an X. The blue/red circle is your marker.

Follow the footsteps of the first two targets to investigate the locations they have visited. The Bank of Canton was their first stop. It is not on this section of the map. Move the marker to the right until it reaches the right side of the screen. The screen will flip to reveal the next portion of the map. You will see the Bank of Canton, Embarcadero Fountain and the Ferry Building blinking. Position the marker over the BANK OF CANTON. Press ENTER to travel there.

Now you are standing in front of the Bank of Canton. Move your marker around the screen to reveal various messages.

Position the marker over the door of the building to the left of the bank until it changes into an up arrow. Press ENTER to go inside.

Position the marker over the hole dug in the wall until it changes into an arrow pointing into the tunnel. Press ENTER.

You are now standing in a tunnel where the targets disappeared and reappeared under the bank. Move the marker onto the log to reveal a message. Position the marker over the end of the tunnel and it will change into an arrow pointed in the direction of the room at the end of the tunnel. Press ENTER to go into the room.

Next, position the arrow over the face of the dead man slumped over the desk. The arrow turns into a magnifying glass whenever an object can be looked at closer. Press ENTER to look closer. Press ENTER to back out of this view.

Position the arrow over the dead man's left hand and press ENTER to look closer. Press ENTER to back out of this view.

Position the arrow over the safe. Notice the arrow changes to a question mark. Read the comment at the bottom of the screen.

Position the arrow over the piece of paper lying on top of the right side of the desk. Press ENTER to look at the paper. Read the note and press ENTER to put the note in your robe, which stores it in Inventory. (Press the TAB key to display your inventory items, then ESC to go back to the game.)

Position the arrow over the piece of paper on the floor by the garbage can. Press ENTER to look at the paper. Read the paper and note the first name of the scientist (Noah) and first letter of last name (G). Press ENTER to store it in inventory.

Note the name on the door in the back of the room. Read the name as if you were standing on the outside of the door. This must be the name of the dead man at the desk. Press C to open MAD. Select INFO.

Type: Tad Timov. Press ENTER.

Select EXIT. After a name is typed into INFO and the computer has an address for that person, your character will then be able to travel to that location. Press "C" to close MAD.

Position the arrow towards the bottom of the page if the arrow is not already pointing down. Press ENTER to leave. Press ENTER to back out of the tunnel. Press ENTER to go up the stairs.

You are now outside the bank. Your marker is the blue/red circle again. Move it to the far left at the sidewalk and it will turn into a left arrow. Press ENTER to go to the left.

Now you are looking at a someone lying on the sidewalk. Move the marker to the center of his body until it turns into a magnifying glass. Press ENTER to look closer. Press ENTER to back up.

Move the marker over his head. Press ENTER.

You will notice a large bite on his neck. Take the fang lodged in his neck. Pick up the laundry receipt laying on the ground next to him. These objects will go in your character's robe.

Press F3 to travel.

After the Bank, the targets went to the warehouse. Move the marker to the top of the map. The screen flips to reveal the next portion of the map. You will see the warehouse location blinking. Position the marker over the warehouse blinker. Press ENTER to travel there.

You are now standing in front of the warehouse. Move your marker around the screen for messages. Go into the front entrance of the warehouse and move your marker around again for messages. Go into the next room.

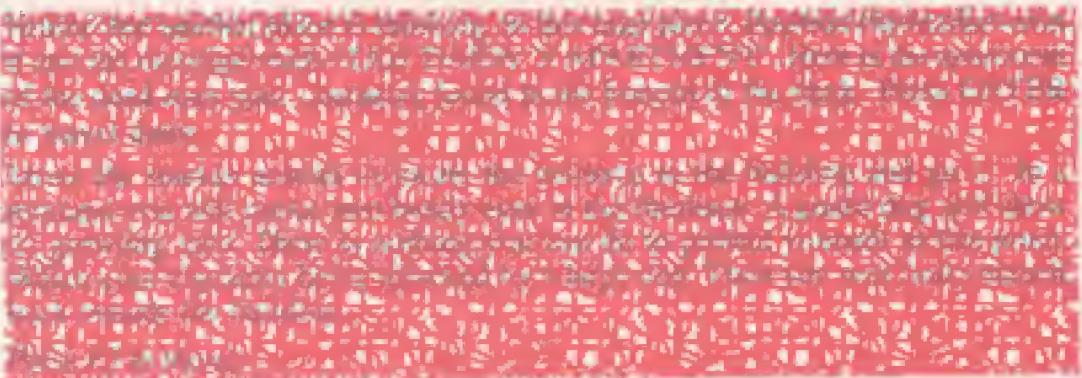
The next scene will be an arcade game with a top down view of the inside of the warehouse. Try to make it through the door at the lower left corner of the room. Remember, arcade sequences are set to hard for each arcade game. If it is too hard, you might want to set the mode to an easier setting.

In the warehouse office read the 'schedule' message on the wall. Take a closer look at the message written in blood on the top of the desk. Note the first names in the message, Zac and Mic, and the contents of the message. Pick up the mallet leaning against the wall and notice the fish imprint on its end before you put it in your character's robe. Back out of the room.

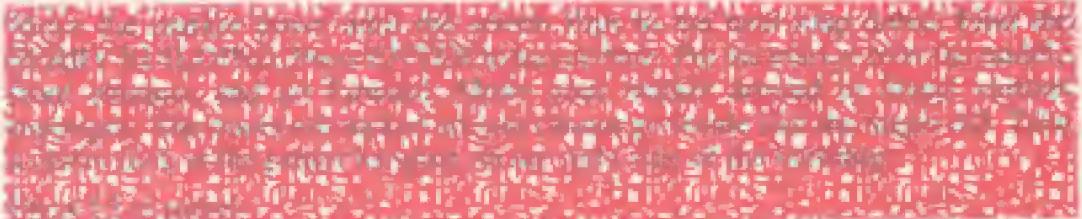
Go out the way you came in. Exit the building.

Press F3 to travel.

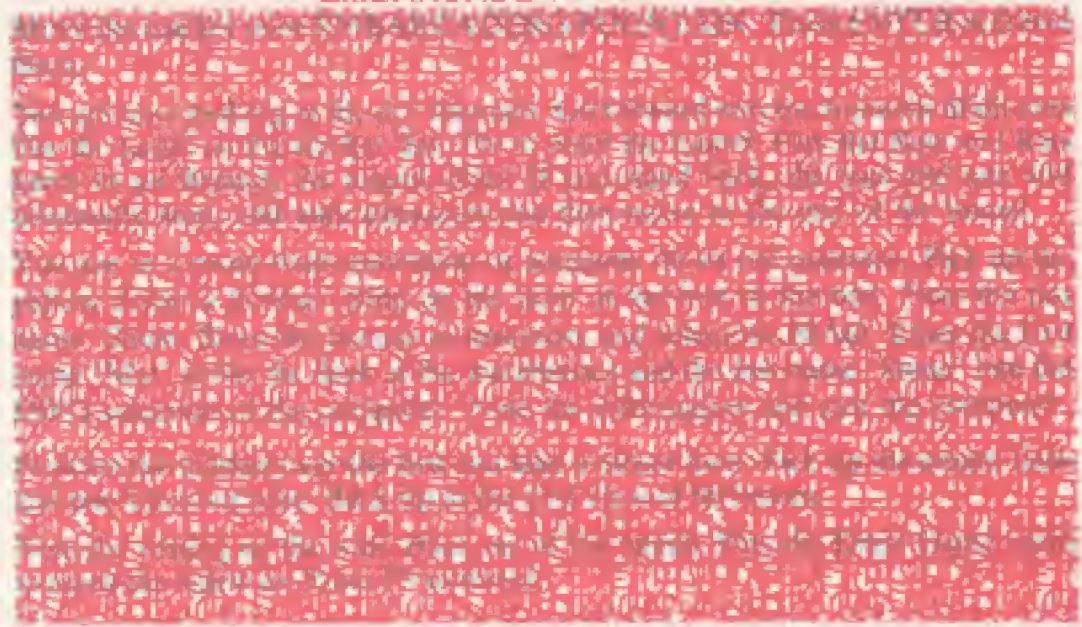
TAD TIMOV'S APARTMENT



FERRY BUILDING



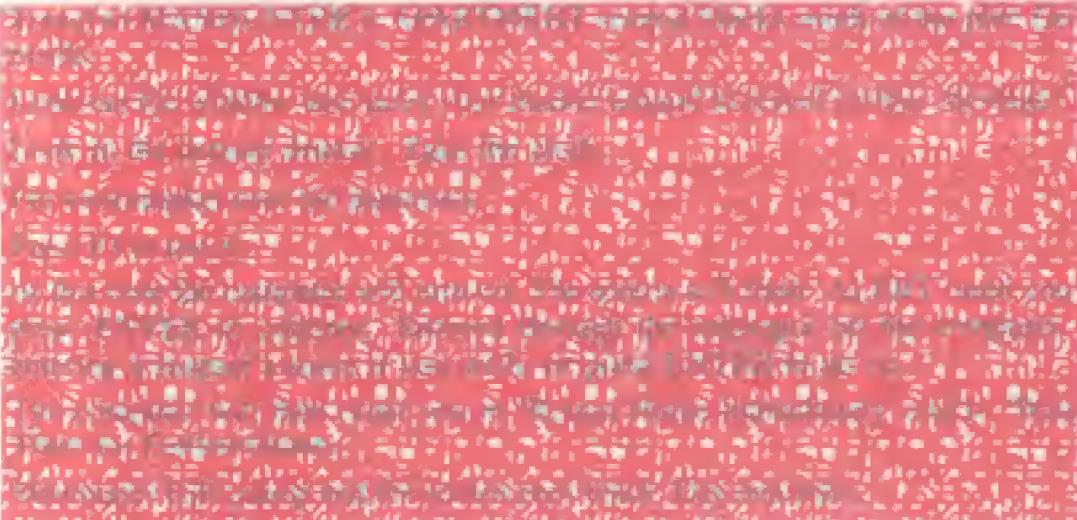
EMBARCADERO FOUNTAIN



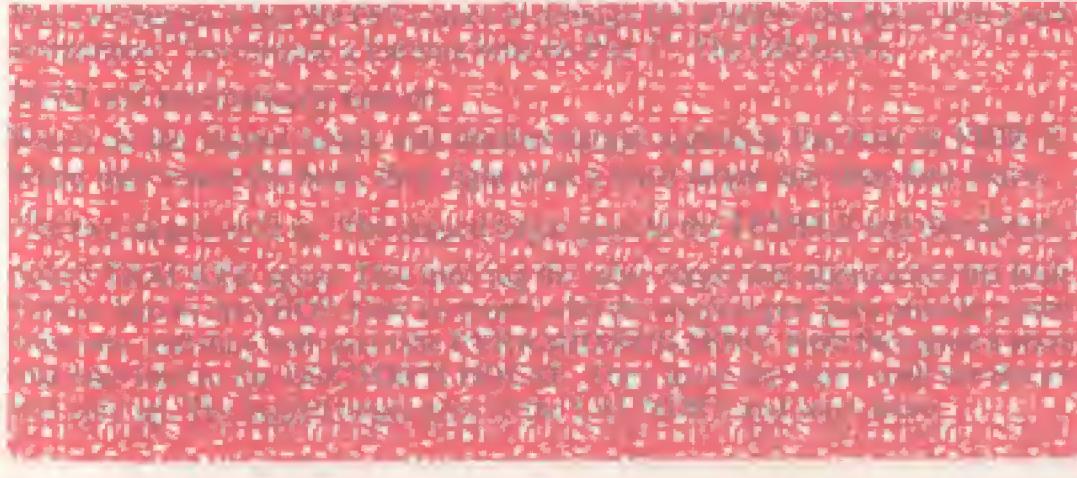
HYDE STREET PIER



MANHUNTER'S APARTMENT



DAY 2



Notice that another place is blinking on this map piece. Position the marker over it and the message reads 'TAD TIMOV'S APARTMENT'. Here is the apartment of the dead man your character found in the bottom of the bank. Press ENTER to travel there.

Move the marker around to locate the entrance to the building and go in. In a moment you will notice two beady eyes in the fireplace. A guard dog will show its growling face. There is nothing you can do to protect yourself at this point. Watch your character being attacked by a large dog. Then you will find yourself back outside the building.

Press F3 to travel.

Move the marker down until the screen flips to the next map down. Find the FERRY BUILDING. Press ENTER to travel there. Put the marker over the middle front entrance and go forward. Move your marker around to reveal various messages. The doors are locked so you cannot go inside like the target did. Take a closer look at the poster hanging on the right side of the building.

Press F3 to travel.

Move the marker over EMBARCADERO FOUNTAIN. Press ENTER to travel there.

You are now looking at the dry fountain. Go forward into the fountain drain area like the target on the tracker did. Try to enter the tunnel. Play the Bats and Rats game to go through the tunnel. Hint: If you stand back, the bats and rats will eventually stop, and your character can then move to the end of the tunnel.

You are in a room with something or someone on an old mattress. Pick up the yellow driver's license, lying on the floor at the foot of the bed. Note the last name: Stone. Store the license in inventory and select the MAD. Enter the first name 'Mic' (from the desk at the warehouse) and the last name 'Stone' into the INFO selection of the computer. Note the information and exit the computer.

Position the marker over the bed and take a closer look. Pick up the empty flask and put it in your robe. Back up to the first view of this room.

Note the writing on the wall. Back out of the tunnel. Play the Drain Game again to reach the sidewalk. Press F3 to travel.

Move the marker up and left until you reach the map with HYDE STREET PIER. Position the marker over the pier location and press ENTER to travel there.

Take a closer look at the gate, then back up to the first view of the pier. Go down the ladder on the left side of the dock. Now your character is on a beach with a pipe behind him. Go into the pipe.

Once you are back on the beach, go under the pier. Climb the piling. Back down the piling, across the beach, and up the ladder. Press F3 to travel.

Travel to MANHUNTER'S APARTMENT several blocks south of the pier. Go inside.

Look out the window and move your marker around to reveal various messages. Look in the dresser drawer. Take the cloth.

Put your marker over the hammock.

Press F3 to travel.

At this time the computer will turn on. The screen will flash 'ALERT' until you press ENTER to continue. Proceed through the messages on the computer, entering a suspect's name if you wish, or press ENTER to go on.

The computer will then order you to 'Return Home Immediately' and to 'Wait There for Further Orders.'

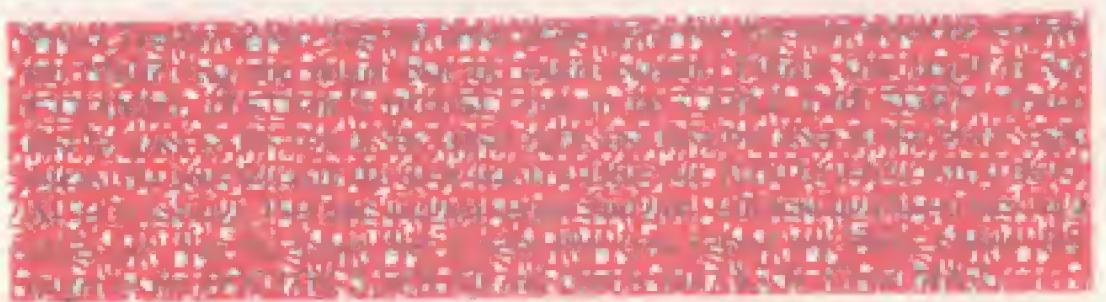
Manhunter falls asleep and the screen goes black. Day one ends.

Day two begins when the Orb comes in through the window and gives you a new assignment, "Investigate a burning boat on Pier 5". The Orb leaves.

MAD will automatically turn on.

Watch as the tagged target and another target approach the boat at PIER 5. When they reach the boat, they fight with a third target and then they leave.

The two targets split up. The tagged target goes to the TEMPLE and disappears. Select TRACKER again. This time tag the other target that approaches the boat. Follow him to the SHOP. Here he meets with the shopkeeper, goes outside, meets someone, and they both go to the PYRAMID BUILDING. Here they grab a slave and take him to the DOCTOR'S HOUSE. They leave the slave with the doctor and split up. The tagged target goes to the LAUNDRY and stays there.



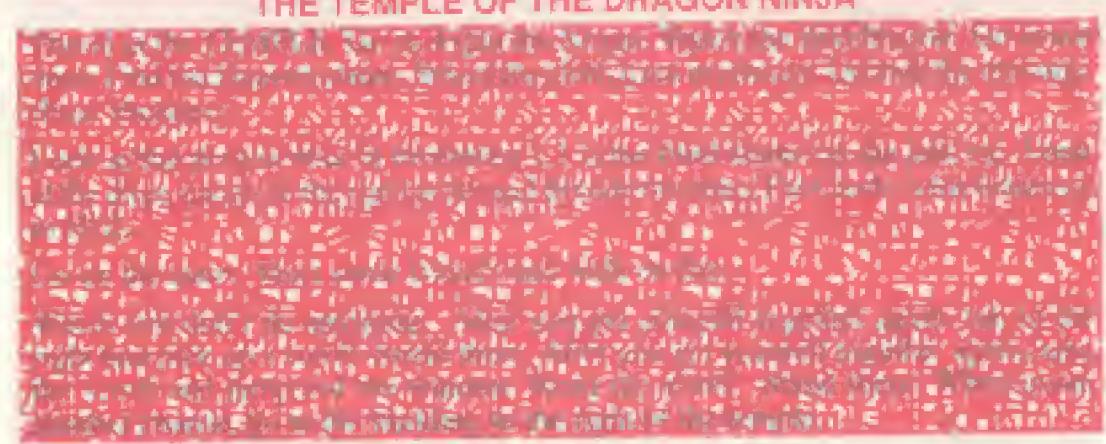
PIER 5



TAD TIMOV'S APARTMENT



THE TEMPLE OF THE DRAGON NINJA



NEXT DOOR TO THE TEMPLE



THE SHOP



TRANSAMERICA PYRAMID



DOCTOR'S HOUSE



CABLE CAR BARN



PRIVATE CLUB



LAUNDRY



WAX MUSEUM



NOAH GORING'S HOUSE



DAY 3

Select Tracker again. Tag the same target again but this time when he reaches the SHOP, tag the target that he meets outside. Follow this target to the PYRAMID, DOCTOR'S HOUSE, then to the CABLE CAR BARN. Notice that he goes to the box at the upper right and then the door at the lower right opens. He goes through the door and to a cable car. Here he meets with a slave. As he is leaving, Phil and another target find him, kill him and leave him on a cable car. Tag the target that is with Phil (you cannot tag Phil). Follow this target to the DOCTOR'S HOUSE and then to the CLUB. Close MAD.

Travel to PIER 5. Go on the boat and take the muzzle from the rat. Select the fung from inventory while looking at the closeup of the rat.

Travel to TIMOV'S APARTMENT. Select the muzzle before the dog attacks. Take the camera but don't flash it. Look at the tapestry on the wall. Remember the symbol for Heaven.

Travel to the TEMPLE. Go in. Fight the Ninjas. Watch the Buddha rise. Go in the door. Find the Heaven statue. Select the cloth from inventory. Decode the message (Four Pinches).

Look at the dragon note in inventory. 1,3 is the third statue on the left, etc. Look at the three statues in the right order and decode the note ('The Castle is the Gateway to Hell').

Go up the stairs. Meet some friends and walk on fire.

Watch and don't do anything. After you get yourself together again, run to the right and pick up a scroll. Stand there. After you get yourself together again, take the scroll and jump out the window. Read the scroll. Stand there. When given another chance, go to the building to the right of the temple.

Go in the door. Select four pinches from the pot with the heaven marking (second from left). Watch the vision and remember the creature's face. Take the statue.

Travel to the SHOP. Go in. You can't do much here yet.

Travel to the PYRAMID. Go closer. Notice the cut chains on the ground. Go in. Take the rifle. Go back in. Fight the robot. The idea is to rotate clockwise without getting hit (only move when he aims at you). When you are at the top of the screen, the slave will escape. Go clockwise quickly until you are at the bottom of the screen.

Travel to the DOCTOR'S HOUSE. Look at the slave with the missing arm. Go into the doctor's room. Take the letter from his pocket. Select the empty flask from inventory.

Travel to the CABLE CAR BARN. Look in the window. Back up from the window, then jump on a cable car. Avoid the robots and try to reach the right side of the top right box. Pull the switch and try to make it to the open door. Look at the posters on the side of the cable car. Look at the dead man on the pile of bodies in the car. Take the note from his belt. Look at his hand. Go back out the way you came in.

Travel to the CLUB. Knock on the door.

Travel to the LAUNDRY. Get a closer look. It is closed, so you can't get in. Let's try again tomorrow.

Press "C" to open MAD. Select info. Type in the name Zae West (from the message on the desk at the warehouse and the scroll from the temple). This opens up the WAX MUSEUM. Close MAD.

Travel to the WAX MUSEUM. Look at the wooden sailor, whack his fish with the mallet. Go inside. Turn on the first display, then go to the left to look at the other two displays. Go in the fireplace in the last display. We will come back here later. Go outside.

Press "C" to open MAD. Type in the scientist's full name (from the newspaper and the doctor's letter) "Noah Goring". Travel to his house near Coit tower. Go inside. Look out the window. Notice that Julius Castle restaurant looks like a castle. Look at the folders on the floor and read them. It is best to read them in chronological order. Take the matches from the table and notice the white thread. Travel. This ends day 2.

The Orb gives you your assignment.

Open MAD and use the tracker. Watch as someone is chased up the sign, and a fight takes place on the ground.

Use Tracker again. This time tag the target that leaves the lower left side of the screen. He goes to the WAX MUSEUM, leaves a body at the second exhibit and then goes in the fireplace. Close MAD.

LAUNDRY

GHIRARDELLI SQUARE

THE SHOP

PRIVATE CLUB

GHIRARDELLI SQUARE

THE RAT'S DEN

WAX MUSEUM

HYDE STREET PIER

ALCATRAZ

AT THE BALLOON

CONTROL ROOM

Travel to the LAUNDRY. Go in. Go closer to the girl. Give her the laundry receipt. When she winks at you, follow her. After you wake up, take the walking stick. Go outside.

Travel to GHIRARDELLI. Go closer to the opening between the two buildings. Take the rat's paw. Go into the dark. When you are back out, travel to THE SHOP.

Go inside the SHOP and give the shopkeeper the rat's paw. Win the card game three times. Don't take either prize; instead play the game again. When you win the second set of prizes, take the mask on the left. Leave the shop.

Travel to the CLUB. Get as close as you can to the door. Put on the mask. Knock on the door. When he shows you the arm, notice the symbols tattooed on it. When they get mad at you, give them the flask. While they are fighting over the flask, grab the hatchet and leave.

Travel to GHIRARDELLI. Climb the rope. Up on the roof, go towards the sign on the right. Try to climb up to the guy on the sign. When you reach him, use the stick to take the ring from his neck. Jump or fall down, and press the down arrow to leave.

Go in the window in the tower. At the bottom, get a closer look at the gate. Use the ring to open the gate.

After you land on Phil, take the Orb that broke off from the throne.

When Phil throws you to the rats, use the camera to blind them.

Travel to the WAX MUSEUM. Go inside. Look at the dead scientist in the second exhibit. Use the fang to cut through the thread in his tie. Take the card. Go into the fireplace in the last exhibit. When done, go out of the MUSEUM.

Travel to HYDE STREET PIER. Go under the pier. Climb up the piling. Use the hatchet to cut through the bottom of the box.

Once at ALCATRAZ, use the hatchet to cut out of the box.

Look at each of the creatures. Find the one that you saw in the vision while smoking the pipe (second row, second column). Give it the statue.

Go to the little machine to the left of the cells. Put the card into it. Right after it takes the card, select the Orb-on-a-stick from inventory.

At the balloon, turn on the gas, then use the matchbook from inventory. Light the gas with the match.

When flying the balloon, try to land on the castle just to the left of Coit Tower.

In the CONTROL ROOM, Get a closer look at the control panel. Close all of the gates. Press the "Slaves" Sensor Button. Move all the slaves to Slavery. Press the "Robots" Sensor Button. Move all the robots to the lowest sensor square. Press the "Lava" Sensor Button. See Control Panel Diagram. Open gate A. Open gate B. Open gate C. You will see the results of your action. When things calm down and you are again looking at the screen, move the robots from Slavery into Hell.

When in the digger, punch in the code that you saw on the arm in the club (UnnC). Press the start button. Take a closer look at the screen. Dig your way up to the top. The only exit is at the FERRY BUILDING at the upper right corner of the upper right screen. See diagram for correct path. If it is too hard to control your ship, elect an easier arcade setting. Save your game often as you move through the maze.

PUZZLES, CLUES, NOTES AND LETTERS

I found the Dragon Note at the Bank. What does "The R3 is the L1 to R4" mean?



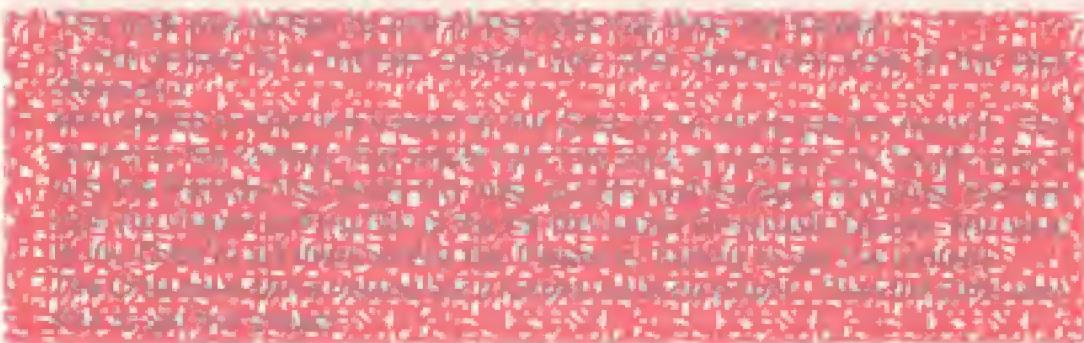
What does "The Castle is the Gateway to Hell" mean?



I found a Newspaper clipping about a scientist at the bank. What does it all mean?



The writing on the desk at the warehouse says "Zac: Me hurt. Me got it. Traitor Mic. Me at den." What does that mean?



I found the cloth in the Manhunter's apartment that says "Rub Jewel of Heaven." What does that mean?



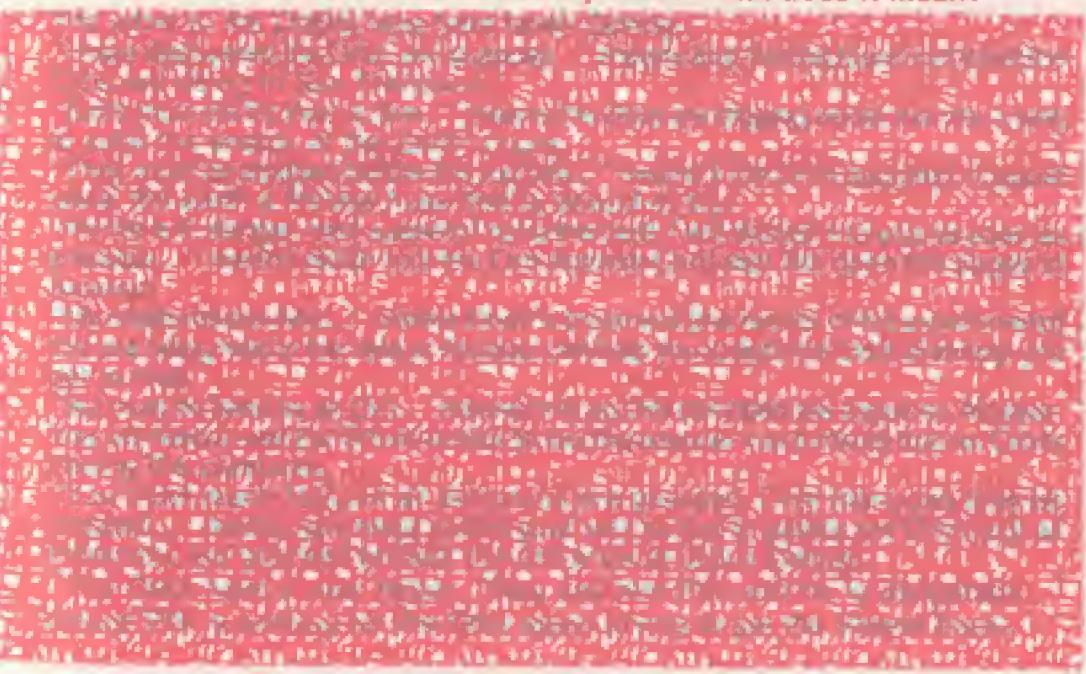
The sign in front of The Ferry Building says "Return the Viewer! Special Reward." What does that mean?



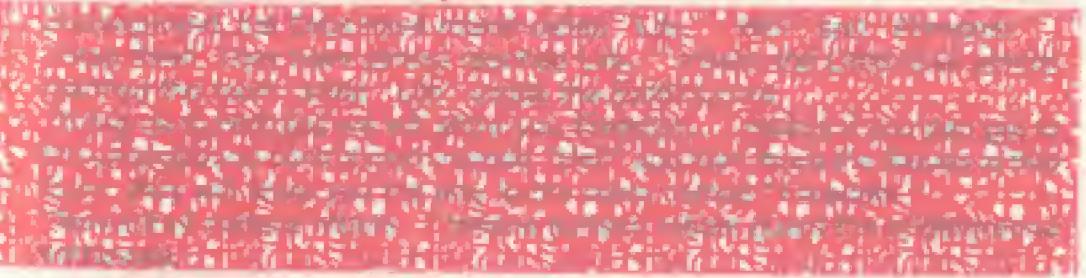
Someone wrote "Me Be Man Again Someday" on the wall under the Embarcadero Fountain. What does that mean?



I found a letter inside the dead doctor's pocket. What does it mean?



I found a letter on the dead body at the Cable Car Barn. What does it mean?



What does F, Oar, P, Ruler mean?



To decode this message you need to go to the stairs in the Temple. Replace R3 with the word on the third statue on the right. (Castle) Replace L1 with the word on the first statue on the left. (Gateway) Replace R4 with the word on the fourth statue on the right. (Hell) The decoded message says "The Castle is the Gateway to Hell."

Look out the window at Noah Goring's apartment. Julius Castle is "The Castle." "Hell" is the Control Room used by the Orbs to control their mining operations. All entrances to the Orb mines are guarded by surface robots except a forgotten mine shaft in Julius Castle. While in the balloon, you must land on Julius Castle to enter Hell.

The clipping gives you Noah Goring's first name. It also clues you in on his work as a scientist.

This note was written by one of the Rats that stole the Viewer. It was written to a Batman named Zac. (Zac West who lives at the Wax Museum.) Mic wanted to take the Viewer to the Orbs so he could get the reward. (The reward is the remedy that would turn him back to human.) He fought over it with the Batman that wrote this note, but Mic lost the fight. The other Batman took the Viewer to King Rat at the rat den under Ghirardelli Square. Mic went to the Orbs to tell them where the Viewer is, hoping to get the remedy. The Orbs gave Mic a reward but it turned out to be poison. Then the Orbs sent Phil to get the Viewer.

One of the statues in the Temple is called "Heaven." If you use this cloth to rub the jewel on the statue of Heaven, you will get another clue.

This is to let you know about the missing Viewer.

This is to let you know that the mutants were once men.

The letter to the Doctor was from Noah Goring. "I have discovered the Orbs' evil purpose..." means that Goring found out what the Orbs are doing in San Francisco. "Earth must die for them to live..." means the Orbs are digging under the city, trying to steal the energy at the Earth's core. "They must be stopped before it is too late..." means if the Orbs succeed, it would leave the earth a lifeless husk that is devoid of life. "My life is in danger, they suspect I have the card. I will deliver it to you as soon as possible..." means Noah has the Orb Access Card that will open the cages at Alcatraz. "My creatures can help..." means Noah's creatures (the results of his experiments) that are being held in the cells at Alcatraz can help you to fight the Orbs and help you get to Hell. "Sul must be freed by an Orb..." means only an Orb can open the cages on Alcatraz. You will need to use the Orb-on-a-stick to fool the scanner into thinking that an Orb is freeing the creatures. "You must reach Hell, but all entrances are guarded. Only there can they be stopped..." means you need to find your way to Hell to defeat the Orbs, but all entrances are guarded (except the entrance at Julius Castle). "The Orbs have a new helper. They call him Phil and he is dangerous..." means Phil is working for the Orbs again (trying to get the Viewer back).

Underground, the Orbs have rooms called "Life," "Hell" and "Freedom." "Stop them. They have almost reached Life..." means the Orbs have almost reached the room called "Life" inside the Earth's core. "Bring us to Hell and we will show you Freedom..." means if you can get to the underground control room named "Hell" and then move the Slaves to that room, they will show you the way to the room named "Freedom." "Beware of surface robots..." means surface robots guard the underground entrances.

The clue is two words.

The first word of the clue is "Four" (F + oar).

The second word is "Pinches" (P + inches).

When you are with the man smoking a pipe, take FOUR PINCHES from the correct container.

I see all the jars with different symbols on them. What do they mean?

I have the scroll. What does "West is Our Only Chance" mean?

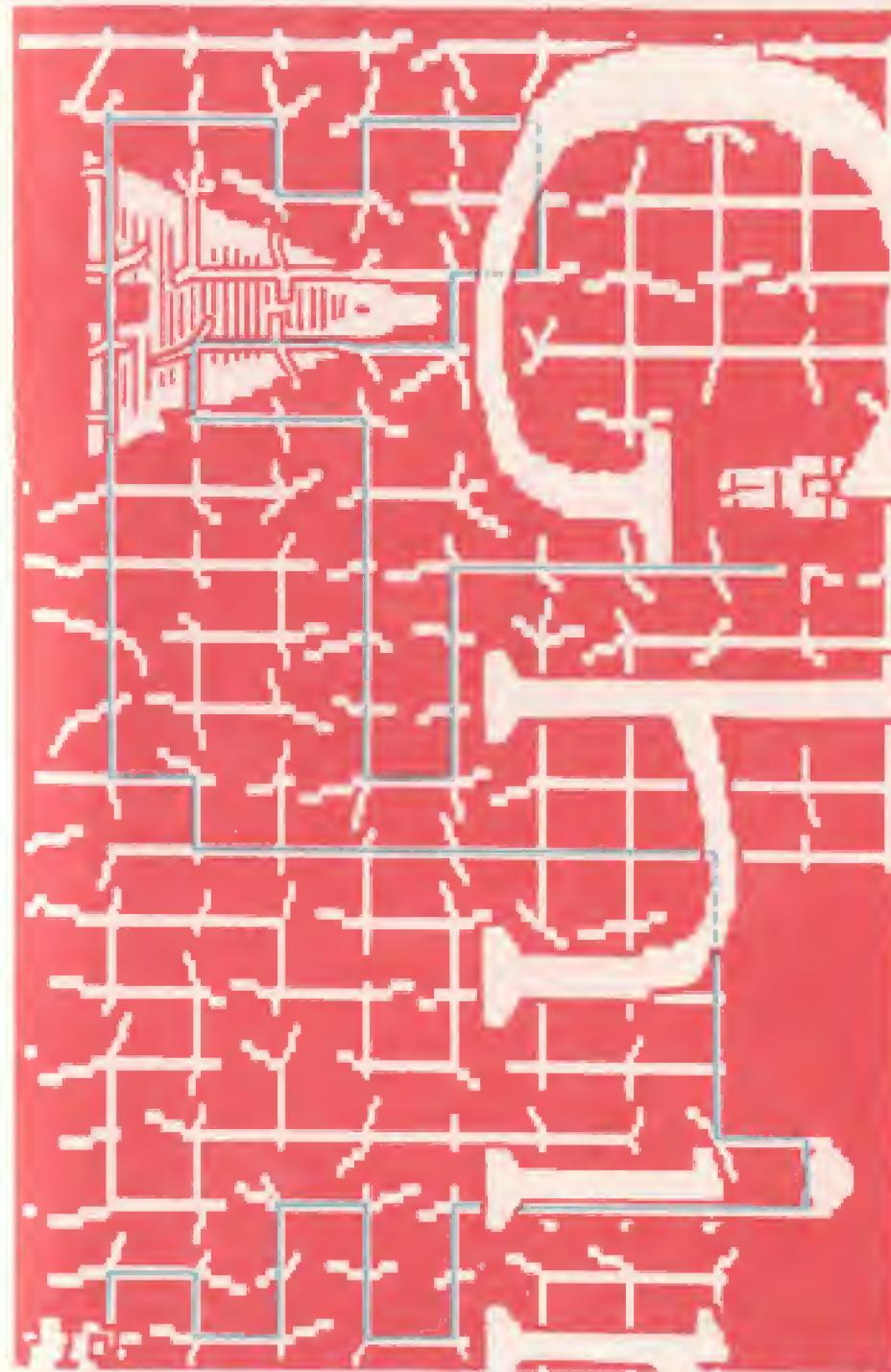
I have the statue that says "To Daddy From Ming." What does that mean?

Why did the Batman on the burnt boat have a missing finger?

Why did the slave in the Doctor's house have a missing arm?

What is meant by the message "Phil is King and that's a bad thing. He came out of the sewer. Now he has the Vlowner."?

Why do the Ratmen and the Creatures become human when I flood Coit Tower with lava?



Look at the symbols on the containers.

The correct container is the one with the same name as the statue that gave you the "Four Pinches" clue. (Heaven)

The banner on the wall in Tad's apartment showed the symbol for "Heaven."

The second container from the left has the same symbol.

Take four pinches from the second container from the left and smoke it.

West is a person's name, not a direction. (Zac West).

The Dragons need the Viewer to see what the Orbs are doing underground.

One of the Ratmen that stole the Viewer wrote a message in blood on Zac West's desk in the warehouse. He is the only one they know of that might know where the Viewer is.

Show the statue to Ming on Alcatraz to show her that you are friendly.

That finger had a ring on it that would let the Dragons unlock the gate under Ghirardelli.

They could not get the ring off, so they cut the finger off and gave the finger to the man in the shop.

That arm had the code to start the underground digger.

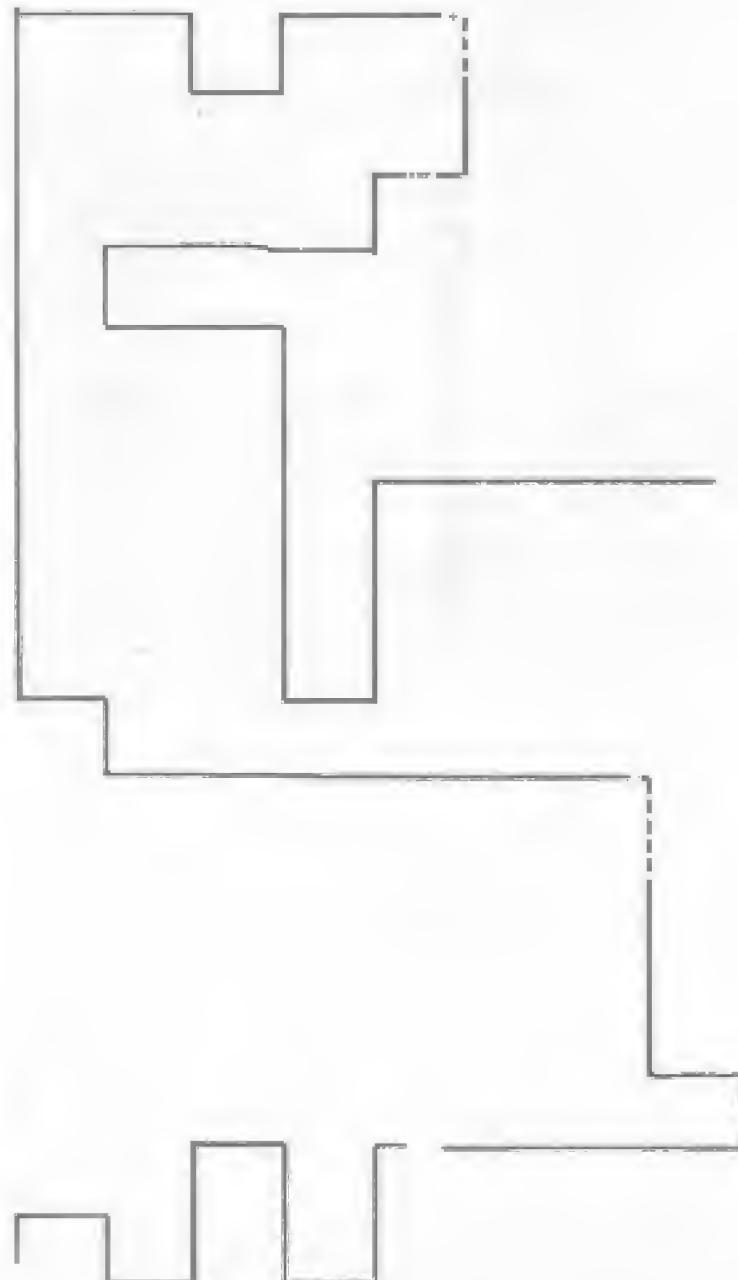
When Phil killed the slave, he gave the arm to a Ratman to dispose of.

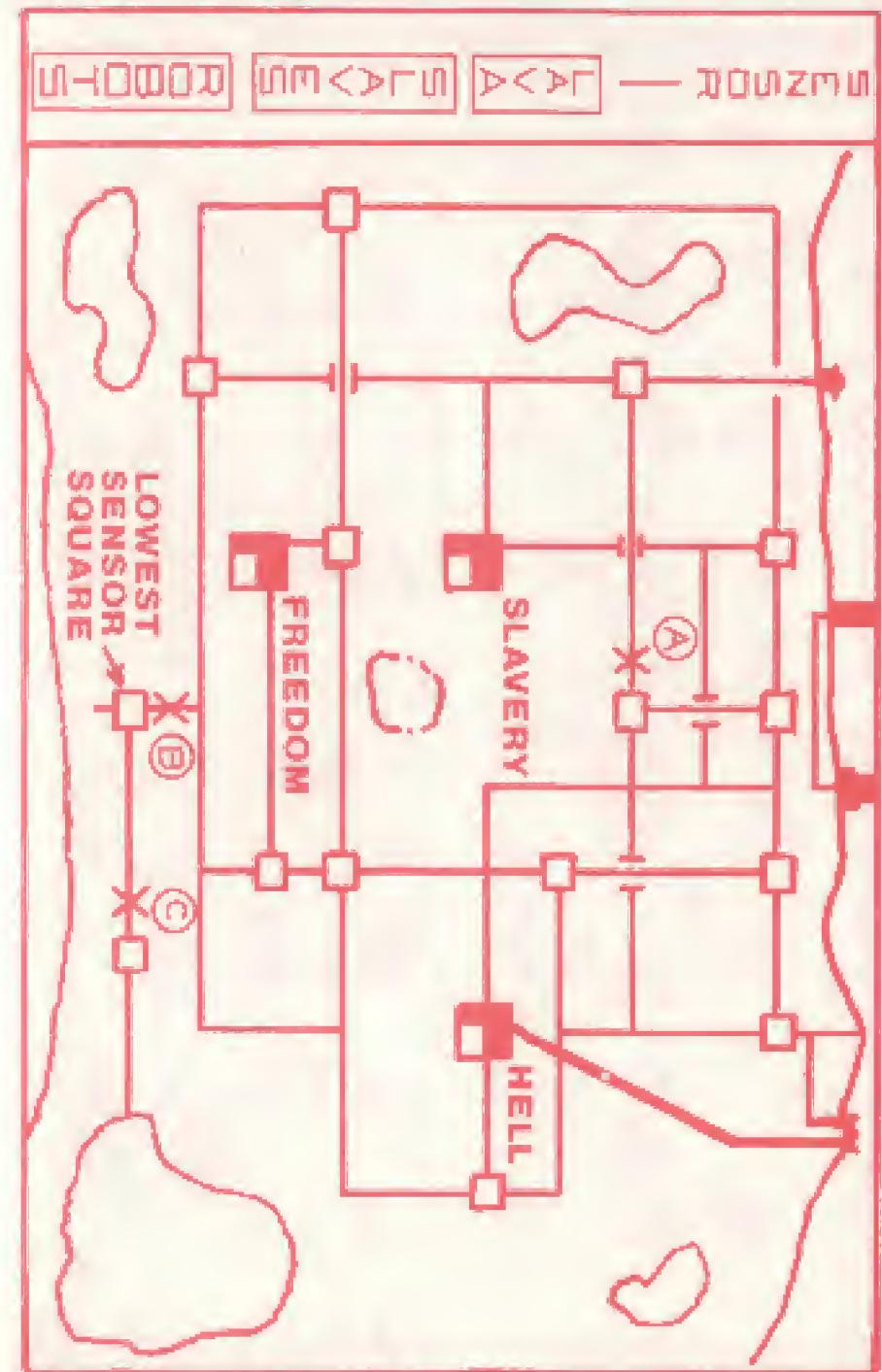
Phil crawled through the sewer to kill King Rat.

Now Phil is King of the Rats and has recovered the Viewer for the Orbs.

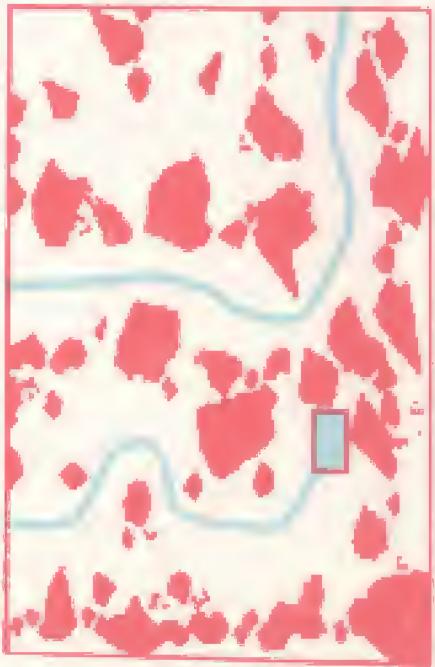
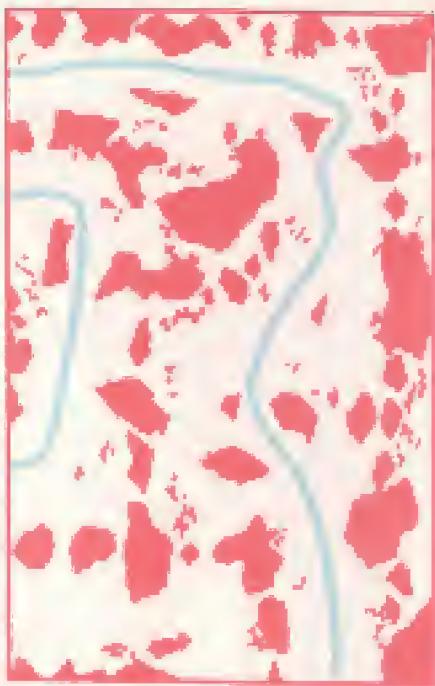
Both the Ratmen and the Creatures were originally human. The Orbs were trying to develop a superior worker for their mines but discovered that normal humans were the best slaves. The Orbs' red gas that was spewing out of Coit Tower is all that was keeping the Ratmen and Creatures in their non-human form.

When you flood Coit Tower, the gas stops and the Ratmen and Creatures regain their human form.





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Place the red ADVENTURE WINDOW
Over the red patterned areas in your
hint book to reveal the HIDDEN clues.

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